

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims:

Claims 1-29 (canceled).

1 Claim 30 (new): A system for measuring the quality of a data  
2 network, the system comprising a client computer and a  
3 server computer, the client computer and the server computer  
4 being arranged to communicate via the data network using a  
5 connection-less transmission protocol, wherein:

6 the client computer is arranged to send data packets to  
7 the server computer so as to define transmitted data  
8 packets, each of the data packets having a first timestamp  
9 indicating a time at which said each data packet was sent to  
10 the server computer;

11 the server computer is arranged to:

12 receive at least one of the transmitted data  
13 packets so as to define received data packets and send, for  
14 each one of the received data packets, a corresponding  
15 modified data packet to the client computer so as to define  
16 modified data packets, the corresponding modified data  
17 packet having the first timestamp from said one received  
18 data packet and a second timestamp, the second timestamp  
19 indicating a time at which said one received data packet was  
20 received at the server computer; and

21 send a timeout data packet to the client computer  
22 when a predefined amount of time has elapsed since a most

23 recent one of the received data packets was received by the  
24 server computer; and

25 wherein the client computer is further arranged to:  
26 store first and second log files with the modified  
27 data packets received from the server being stored in the  
28 first log file and the timeout data packet being stored in  
29 the second log file;

30 store each of the transmitted data packets in a  
31 ring buffer;

32 check each of the modified data packets received  
33 from the server with contents of the ring buffer; and

34 if one of the modified data packets is not  
35 received by the client computer within a length of the ring  
36 buffer, delete from the ring buffer a particular one of the  
37 transmitted data packets and which is associated with said  
38 one modified data packet and store the particular one  
39 transmitted data packet so deleted in the second log file.

1 Claim 31 (new): The system recited in claim 30 wherein:

2 the server computer comprises a server processor  
3 connected to a server memory, the server processor being  
4 arranged to read from the server memory a timeout value  
5 indicating a predefined amount of time, a server interval  
6 value and a quantity value; and

7 the server computer being further arranged to send  
8 successive timeout data packets, with an interval time equal  
9 to the server interval value, until a next one of the  
10 transmitted data packets is received or a maximum number of  
11 timeout data packets sent by the server computer equals the  
12 quantity value.

1 Claim 32 (new): The system recited in claim 31 wherein the  
2 client computer comprises a client processor connected to a  
3 client memory, the client processor being arranged to read  
4 from the client memory, for each one of the transmitted data  
5 packets, a client interval value, a client packet size value  
6 and a packet type value;

7 the client computer further being arranged to send the  
8 transmitted data packets with an interval time equal to the  
9 client interval value; and

10 each of the transmitted data packets having the packet  
11 type value and a client payload, the client payload filling  
12 said each transmitted data packet up to a first predefined  
13 size equal to the client packet size value.

1 Claim 33 (new): The system recited in claim 32 wherein the  
2 packet type value signifies either a "normal packet" or a  
3 "burst packet".

1 Claim 34 (new): The system recited in claim 32 wherein the  
2 client memory is a file stored on a disk.

1 Claim 35 (new): The system recited in claim 30 wherein each  
2 of the transmitted data packets comprises a sequence number.

1 Claim 36 (new): The system recited in claim 31 wherein the  
2 server processor is arranged to read, from the server  
3 memory, a server packet size value; and

4 the corresponding modified data packet having a server  
5 payload, the server payload filling the corresponding  
6 modified data packet up to a second predefined size equal to  
7 the server packet size value.

1 Claim 37 (new): The system recited in claim 32 wherein the  
2 client payload comprises a predefined or random bit pattern.

1 Claim 38 (new): The system recited in claim 36 wherein the  
2 server payload comprises a predefined or random bit pattern.

1 Claim 39 (new): The system recited in claim 30 wherein the  
2 connection-less transmission protocol is UDP/IP.

1 Claim 40 (new): The system recited in claim 31 wherein the  
2 client computer is further arranged to send a configuration  
3 packet to the server computer, the configuration packet  
4 comprising the timeout value, the server interval value, the  
5 quantity value and a server packet size value;

6 the server computer is further arranged to receive the  
7 configuration packet; and

8 and the server processor is arranged to write to the  
9 server memory the timeout value, the server interval value,  
10 the quantity value and the server packet size value from the  
11 configuration packet so received.

1 Claim 41 (new): The system recited in claim 31 wherein, for  
2 configuring the server computer, the client computer is  
3 further arranged to communicate with the server computer via  
4 the data network using a connection-oriented transmission  
5 protocol;

6 the server computer is further arranged to receive  
7 configuration data from the client computer, the  
8 configuration data comprising the timeout value, the server  
9 interval value, the quantity value and a server packet size  
10 value; and

11           and the server processor is arranged to write to the  
12           server memory the timeout value, the server interval value,  
13           the quantity value and the server packet size value from the  
14           configuration data so received.

1           Claim 42 (new): The system recited in claim 41 wherein the  
2           connection-oriented transmission protocol is TCP/IP.

1           Claim 43 (new): The system recited in claim 30 wherein the  
2           client computer is further arranged to calculate a  
3           round-trip time by subtracting the first timestamp from a  
4           timestamp indicating when the corresponding modified data  
5           packet is received in the client computer and store the  
6           round-trip time in the first log file.

1           Claim 44 (new): The system recited in claim 30 wherein the  
2           client computer is further arranged to calculate a  
3           client-to-server latency by subtracting the second timestamp  
4           from the first timestamp and store the client-to-server  
5           latency in the first log file.

1           Claim 45 (new): The system recited in claim 44 wherein the  
2           client computer is further arranged to read, from the first  
3           log file, a packet type value, the client-to-server latency  
4           and a round-trip time and calculate, for each one of the  
5           modified data packets having a packet type value equal  
6           signifying a "normal packet", a server-to-client latency by  
7           subtracting the client-to-server latency from the round-trip  
8           time.

1           Claim 46 (new): The system recited in claim 44 wherein the  
2           client computer is further arranged to read, from the first

3 log file, the packet type value and calculate a downlink  
4 bandwidth using the following equation:

$$5 \quad (\# \text{BytesPerPacket} + \text{Overhead}) * (\# \text{BurstPackets}) / (t2 - t1)$$

7  
8 where:

9 #BytesPerPacket is, in bytes, a length of the  
10 modified data packet;

11 Overhead is, in bytes, a length of protocol header  
12 overhead;

13 #BurstPackets is a number of the modified data  
14 packets stored in the first log file having the  
15 packet type value signifying a "burst packet";

16 t1 is a timestamp indicating when a first one of the  
17 modified data packets is received in the client  
18 computer; and

19 t2 is a timestamp indicating when a last one of the  
20 modified data packets is received in the client  
21 computer.

1 Claim 47 (new): The system recited in claim 44 wherein the  
2 client computer is further arranged to read, from the first  
3 log file, the packet type value and calculate an uplink  
4 bandwidth using the following equation:

$$5 \quad (\# \text{BytesPerClientPacket} + \text{Overhead}) * (\# \text{BurstPackets}) / \\ 6 \quad ((t2 + t4) - (t1 + t3))$$

8  
9 where:

10 #BytesPerClientPacket is, in bytes, a length of the  
11 data packet;

12 Overhead is, in bytes, a length of protocol header

13                   overhead;  
14       #BurstPackets is a number of the modified data  
15           packets stored in the first log file having the  
16           packet type value signifying a "burst packet";  
17       t1 is a timestamp indicating when a first one of the  
18           modified data packets is received in the client  
19           computer;  
20       t2 is a timestamp indicating when a last one of the  
21           modified data packets is received in the client  
22           computer;  
23       t3 is the client-to-server latency for the first  
24           modified data packet; and  
25       t4 is the client-to-server latency of the last modified  
26           data packet.

1       Claim 48 (new): The system recited in claim 44 wherein the  
2       client computer is further arranged to read, from the first  
3       log file, a round-trip time and a sequence number and  
4       determine a round-trip outage as follows:

5  
6           if(Rtt2-Rtt1)>t5 then roundtrip outage=true

7  
8       where:

9           Rtt2 is the round-trip time;  
10          Rtt1 is the round-trip time of a previous one of the  
11           modified data packets, the client computer being  
12           arranged to identify the previous modified data  
13           packet by the sequence number; and  
14          t5 is a predefined amount of time.

1       Claim 49 (new): The system recited in claim 44 wherein the  
2       client computer is further arranged to read, from the first

3 log file, the client-to-server latency and a sequence number  
4 and determine a downlink outage as follows:

5  
6 if(Rtt4-Rtt3)>t5 then downlink outage=true

7  
8 where:

9 Rtt4 is the client-to-server latency;

10 Rtt3 is the client-to-server latency of a previous one  
11 of the modified data packets, the client computer  
12 being arranged to identify the previous modified  
13 data packet by the sequence number; and

14 t5 is a predefined amount of time.

1 Claim 50 (new): The system recited in claim 45 wherein the  
2 client computer is further arranged to read, from the first  
3 log file, a sequence number and determine an uplink outage  
4 as follows:

5  
6 if(Rtt6-Rtt5)>t5 then uplink outage=true

7  
8 where:

9 Rtt6 is the server-to-client latency;

10 Rtt5 is the server-to-client latency of a previous one  
11 of the modified data packets, the client computer  
12 being arranged to identify the previous modified  
13 data packet by the sequence number; and

14 t5 is a predefined amount of time.

1 Claim 51 (new): The system recited in claim 48 wherein the  
2 client computer is further arranged to determine a number of  
3 lost packets between two of the modified data packets by



4 analyzing corresponding sequence numbers of the two modified  
5 data packets.

1 Claim 52 (new): The system recited in claim 43 wherein the  
2 client computer is further arranged to combine the  
3 round-trip time with low level measurement data from a  
4 mobile telephone or geographic information data.

1 Claim 53 (new): A method for measuring the quality of a data  
2 network, the system comprising a client computer and a  
3 server computer, the client computer and the server computer  
4 being arranged to communicate via the data network using a  
5 connection-less transmission protocol, the method comprising  
6 the steps of:

7 in the client computer, sending data packets to the  
8 server computer so as to define transmitted data packets,  
9 each of the data packets having a first timestamp indicating  
10 a time at which said each data packet was sent to the server  
11 computer;

12 in the server computer:

13 receiving at least one of the transmitted data  
14 packets so as to define received data packets and send, for  
15 each one of the received data packets, a corresponding  
16 modified data packet to the client computer so as to define  
17 modified data packets, the corresponding modified data  
18 packet having the first timestamp from said one received  
19 data packet and a second timestamp, the second timestamp  
20 indicating a time at which said one received data packet was  
21 received at the server computer; and

22 sending a timeout data packet to the client  
23 computer when a predefined amount of time has elapsed since

24 a most recent one of the received data packets was received  
25 by the server computer; and

26 further in the client computer:

27 storing first and second log files with the  
28 modified data packets received from the server being stored  
29 in the first log file and the timeout data packet being  
30 stored in the second log file;

31 storing each of the transmitted data packets in a  
32 ring buffer;

33 checking each of the modified data packets  
34 received from the server with contents of the ring buffer;  
35 and

36 if one of the modified data packets is not  
37 received by the client computer within a length of the ring  
38 buffer, deleting from the ring buffer a particular one of  
39 the transmitted data packets and which is associated with  
40 said one modified data packet and storing the particular one  
41 transmitted data packet so deleted in the second log file.

1 Claim 54 (new): The method recited in claim 53 further  
2 comprising the steps of:

3 reading from a server memory, in the server computer, a  
4 timeout value indicating a predefined amount of time, a  
5 server interval value and a quantity value; and

6 sending successive timeout data packets, with an  
7 interval time equal to the server interval value, until a  
8 next data packet is received or a maximum number of timeout  
9 data packets equals the quantity value.

1 Claim 55 (new): The method recited in claim 54 further  
2 comprising the steps of:

3           reading from client memory, in the client computer and  
4   for each of the transmitted data packets, a client interval  
5   value, a client packet size value and a packet type value;  
6   and

7           sending the transmitted data packets with an interval  
8   time equal to the client interval value, each of the  
9   transmitted data packets having a packet type value and a  
10   client payload, the client payload filling said each  
11   transmitted data packet up to a first predefined size equal  
12   to the client packet size value.